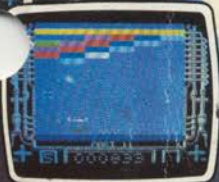Screen pictures shown may be different machine versions of game.

FIREBIRD

Destroy the building blocks of the universe to stop dimension-5 becoming a white dwarf.
Vernichten sie die bausteine des universums und verhindern sie, dass die dimension-5 zum weissen zwerg wird.
Detruisez les composants de l'univers pour empecher la dimension-5 de devenir un nain blanc.
Destruye los bloques del Universo para impedir que la dimensión-5 se convierta en un enano blanco.
Distruggete i blocchi in construzione dell'universo per impedire che la dimensione-5 diventi una nana bianca.
Vernietig de bouwblokken van het universum om te voorkomen dat dimension-5 een witte dwerg wordt.
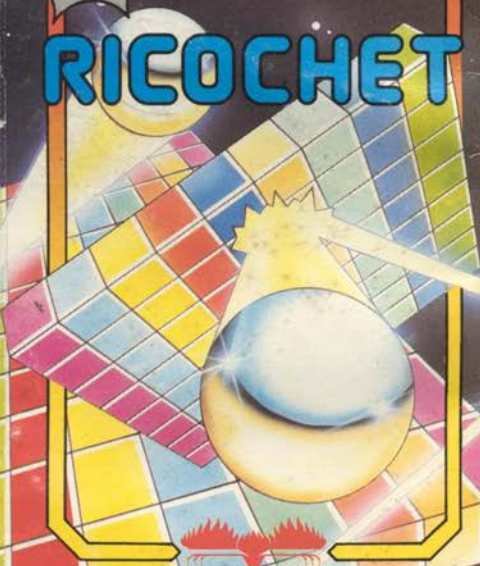Destruer universets bygningselementer for at stoppe dimension-5 fra at blive en hvid dvaerg.

5 012439 010356

CBM 64 128

SILVER 199 RANGE

COMMODORE 64/128

RICOCHET

RICOCHET

FIREBIRD

Look out for these exciting titles in the Firebird 199 Silver Range for your Commodore 64/128 computer*

Arcade Classics
Booty
Chickin Chase
Decathlon
Denarius
Force One
Gerry the Germ
GoGo the Ghost
Gunstar
Happiest Days of Your Life
Harvey Headbanger
Hero
I-Ball
Imagination
Mad Nurse
Mermaid Madness
Microrhythm

Microrhythm+
Ninja Master
Olli and Lissa
On Court Tennis
On Field Football
Park Patrol
Raging Beast
Realm
Special Agent
Spiky Harold
The Prince
Thrust
Twinky Goes Hiking
UFO
Warhawk
Willow Pattern
Zolyx
Zone Ranger

*Correct at time of printing

RICOCHET

©LEE DOWTHWAITE

THE GAME

Use your BAT to hit the BALL against the mid space BRICKS, blow them all up and go on to the next BREAK-UP ZONE, avoiding the NORTIES along the way.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

Note: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Z	Left
X	Right
/	Down
;	Up
Ret	Fire

(or you can redefine them)

USE A JOYSTICK IN EITHER PORT

Collide with falling sparklers to gain extra weapons, Speed up, Collectives and many more. Look out for Mr. Ed and the GRAVY, which brings amazing and exciting prizes to those who dare to go for it.